Prokofiev's
Peter and the Wolf

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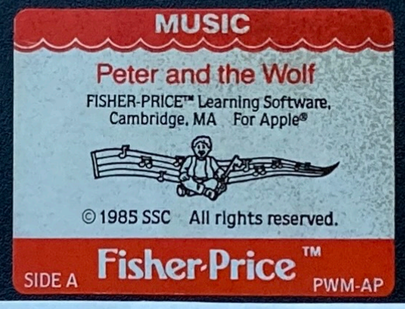

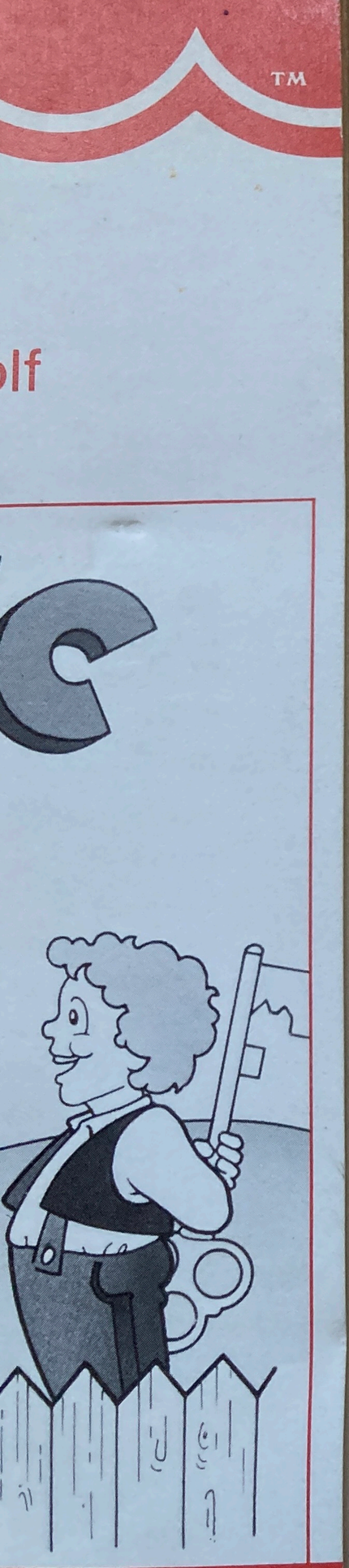
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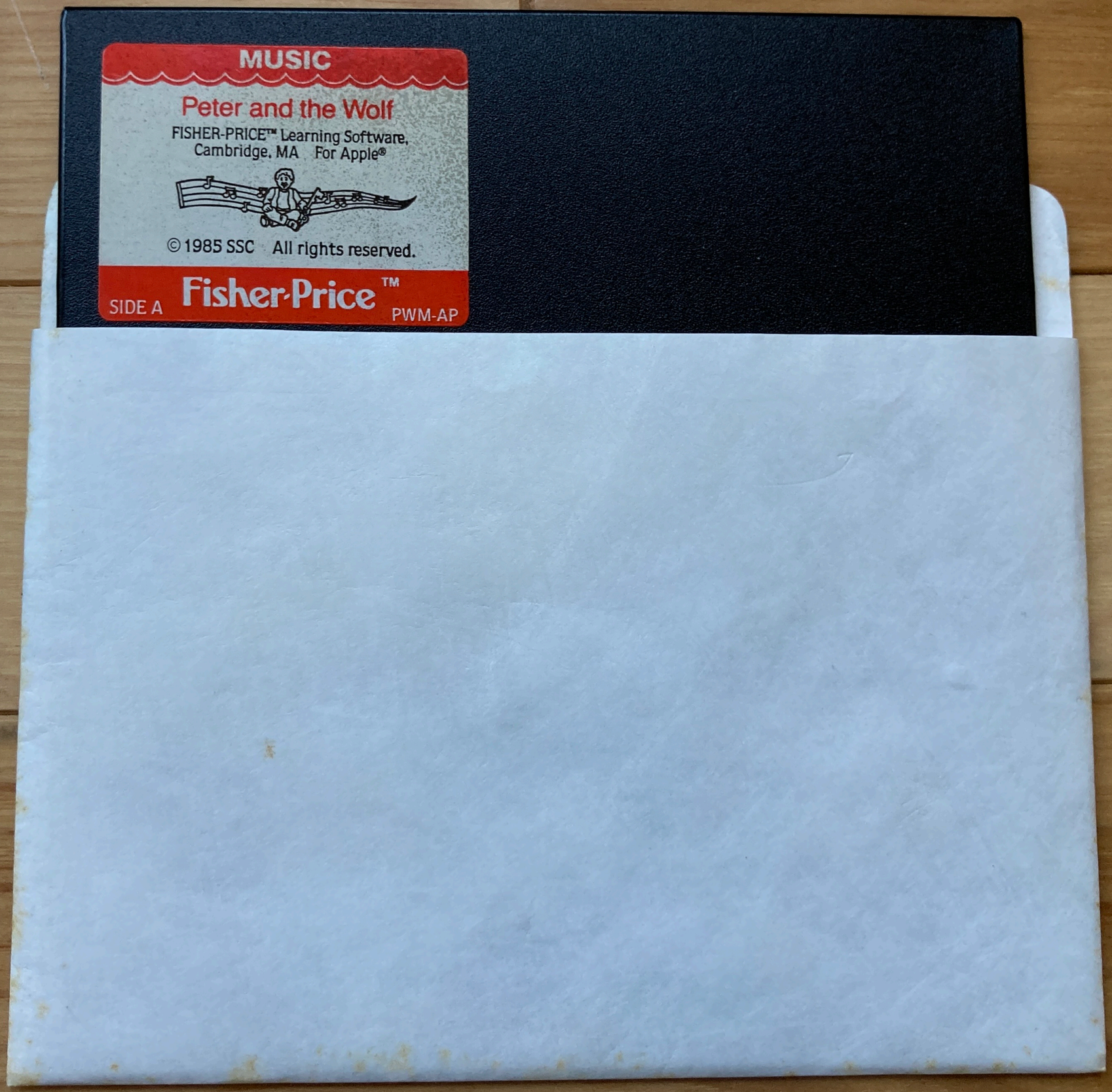
MUSIC
Peter and the Wolf
FISHER-PRICE™ Learning Software,
Cambridge, MA For Apple®
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SIDE A
Fisher-Price™
PWM-AP

MUSIC

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SIDE A Fisher-Price™ PWM-AP

NOTE TO PARENTS

Children use a variety of skills to learn music. Auditory discrimination—the skill used to distinguish sounds, visual discrimination—the skill used to distinguish or "decode" pictures, and memory—the skill used to recall prior learning, all contribute to music learning. These skills not only allow your child to understand and appreciate music, but also contribute to learning in other areas, such as reading.

PETER AND THE WOLF MUSIC is designed to present your child with a unique learning opportunity. In addition to becoming familiar with the classic Russian tale, your child can develop primary music skills, including ear training. The program also serves as a good reading readiness tool as it offers players an opportunity to practice the listening skills which are important to such reading methods as phonics.

PETER AND THE WOLF MUSIC combines an innovative adaptation of a classic tale with a traditional music learning format. The sequential format of the music games allows your child to acquire such basic skills as distinguishing high and low notes. Next, your child applies these skills to higher level activities, such as distinguishing simple tunes and recreating small melodies. Finally, the two "concentration" style games challenge players to combine music skills with other cognitive skills to recognize and associate themes with characters.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play. Each game is carefully tested with educators and with children to ensure your child an enjoyable and informative play experience.

These brief instructions for playing will help you get off to a quick start.

HOW DO I START?

COMMODORE

- *Turn on your disk drive. Wait for the red light to go out.*
- *If you are playing with a joystick, plug it into port 2.*
- *Turn on the television or monitor and the computer.*
- *Put the disk (Side A) into the disk drive and close the door.*
- *Type* **LOAD "FP", 8, 1** *and press* **RETURN**.

NOTE: *Commodore 128 users must enter the Commodore 64 mode. To enter this mode: Depress the* [C=] *key while the power is off, and press the ON/OFF switch.*

APPLE

- *If you are playing with a joystick, plug it in before turning on the computer.*
- *Put the disk (Side A) into the disk drive and close the door.*
- *Turn on the monitor and the computer.*

NOTE: *Apple users must depress the* **CAPS LOCK** *key before playing.*

As the program loads you will see a screen showing the game characters. After a short time, a prompt will appear instructing you to "Insert side B and press any key." Turn the disk over, press any key, and the computer will finish loading. You will soon see the PETER AND THE WOLF MUSIC menu.

How do I control the cursor or a character?

To move a cursor or character on the menu or in a game:

With a joystick:

1. Move the joystick in the direction you want the cursor or the character to go—up, down, left or right.
2. If you wish to select a game from the menu, or select your choice while playing one of the games, press the joystick button when the cursor rests on the block you wish to choose. Also, press the joystick button when you want Peter to jump.

With the keyboard:

1. Use the following keys to move the cursor or the character in a direction:

[I]	to move up	[M]	to move down
[J]	to move left	[K]	to move right

2. If you wish to select a game from the menu, or select your choice while playing one of the games, press the space bar when the cursor rests on the block you wish to choose. Also, press the space bar if you want Peter to jump.

NOTE: Once you begin a game, you may return to the main menu by pressing the [ESC] key on the Apple computer, or the [X] key on the Commodore.

Before play begins...

There are seven games and a demo to choose from on the menu.

You may choose to play any of the six individual music games:

1. GRANDFATHER'S GAME
2. BIRD'S GAME
3. DUCK'S GAME
4. CAT'S GAME
5. HUNTER'S GAME
6. WOLF'S GAME

by selecting one of the pictures from the bottom of the menu.

You may also choose to play all of the above six music games in a single adventure style game, PETER'S GAME, by selecting the picture of Peter from the top right corner of the menu.

Select the question mark at the top left corner of the menu if you wish to see a demonstration of PETER'S GAME.

WHAT DO I DO?

GRANDFATHER'S GAME

Let Peter know if the grandfathers' tunes were the same or different.

1. Move the cursor onto the two circles if the tunes are the same, or the circle and the triangle if the tunes are different. After moving the cursor, select your choice.
2. If you need to hear the tunes again, point Peter in the direction of the grandfather you want to hear play again. To make Peter point, move the cursor onto Peter, and then move the joystick in the direction you wish him to point. If you re playing with the keyboard, use the [J] or [K] keys.

Peter will laugh and reward you with a small picture if your choice is correct. If your choice is incorrect, Peter will frown. But don t worry! Peter will let you try again!

Collect enough pictures and the game will end with Peter's special dance.

BIRD'S GAME

Decide which bird has the highest chirp, and place that bird on the top branch. Place the bird with the lowest chirp on the bottom branch.

1. To hear a bird's chirp, move the cursor onto the bird.
2. To place a bird in the tree, move the cursor onto the bird, and then select. The bird will automatically appear in the tree. The first bird you select always moves to the top branch.

If your choice is correct, the sun will smile and reward you with a small bird picture. If your choice is incorrect, the sun will frown, and the same birds will return to the ground so you can try again.

Collect enough little bird pictures, and Peter will dance with the birds.

DUCK'S GAME

Arrange the ducks, from high down to low, depending on the pitch of their quack.

1. To hear a duck's quack, move the cursor onto the duck. She'll automatically quack!
2. Decide which duck quacks the highest pitch. Select this duck first. She will appear in the box at the top of the stream.

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3. Follow the same procedure to place the remaining two ducks in the middle and bottom of the stream.

If your arrangement is correct, the puddle will smile, the ducks will quack, and a little duck will poke his head up.

If your arrangement is incorrect, the puddle will frown and the same ducks will return to the bottom of the screen so you can try again.

If you successfully arrange enough groups of ducks, Peter will do a special puddle dance for you!

CAT'S GAME

Peter will see 7 different cats sitting on a fence. Each cat will meow her pitch to let you know what she sounds like. After a few seconds, some of the cats will meow a small tune. Listen carefully, and then duplicate the tune.

1. To duplicate the cats' tune, select the cats in the order that they meowed.
2. To select a cat, move the star above the cat, and then press the joystick button. If you are playing with the keyboard, press the space bar. That cat will then meow.

If you select the cats in the correct order and duplicate the tune, the moon will smile on your success and reward you with a cat face.

Otherwise, the moon will frown, and the cats will repeat their tune. Try again!

If you recreate enough tunes correctly, the cats will sing their special theme song.

HUNTER'S GAME

Peter will find the hunter guarding 12 doors. Hidden behind these doors are 6 pairs of characters from PETER AND THE WOLF MUSIC. Your challenge is to find and match each of the 6 pairs of characters.

1. To make a match, first open one of the doors. To open a door, move the cursor onto the door, and select. When the door opens, you will see the character, and hear the character's theme.

   Now try to guess where the matching character is hiding. Select the door that you think hides the matching character.
2. If you make a match, the doors will stay open. Otherwise, the doors will close, and you may try again. Keep track of where the characters are hiding!
3. Complete the game by matching all 6 pairs of characters. When all 6 matches are made, the characters will play a special version of the Hunter's theme for you!

WOLF'S GAME

The WOLF'S GAME plays like the HUNTER'S GAME only you will not see the character's picture until after you have matched a theme with its hidden duplicate.

Complete the WOLF'S GAME by matching all 6 pairs of musical themes. When all 6 pairs are matched, the characters will play a concert for you!

PETER'S GAME

All 6 music games are hidden in the countryside. Guide Peter through the countryside. Pick up the keys, find and open the matching gates, then find and play the games.

1. To pick up a key, pull down on the joystick or press the M key if you are playing with the keyboard. Peter will bend over and pick up the key.
2. To open a gate, guide Peter to the gate whose color matches the color of the key Peter holds. When the key comes in contact with the gate, the gate will open and let Peter pass through.
3. Go through the gate and find the hidden music game.

When you complete the game, guide Peter back into the countryside. You will notice that Peter is now carrying a new key. Find and open the gate that matches the new key.

PETER'S GAME has lots of special musical treats. To try a treat, guide Peter onto one of the special squares under the large notes. Press the joystick button, or the space bar if you are playing with the keyboard, and see what happens!

If you unlock all of the gates and complete all 6 of the games, Peter and his friends will perform on stage!

Created by Dale Disharoon, Inc.
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Artwork — Bill Groetzinger
Programming — James Bach

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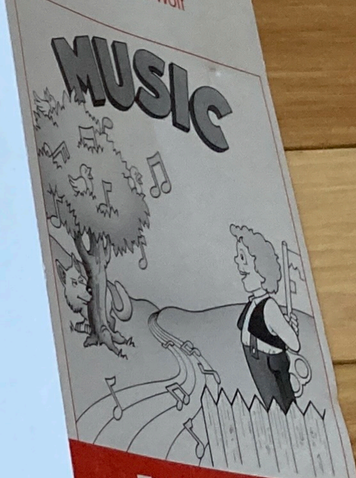

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